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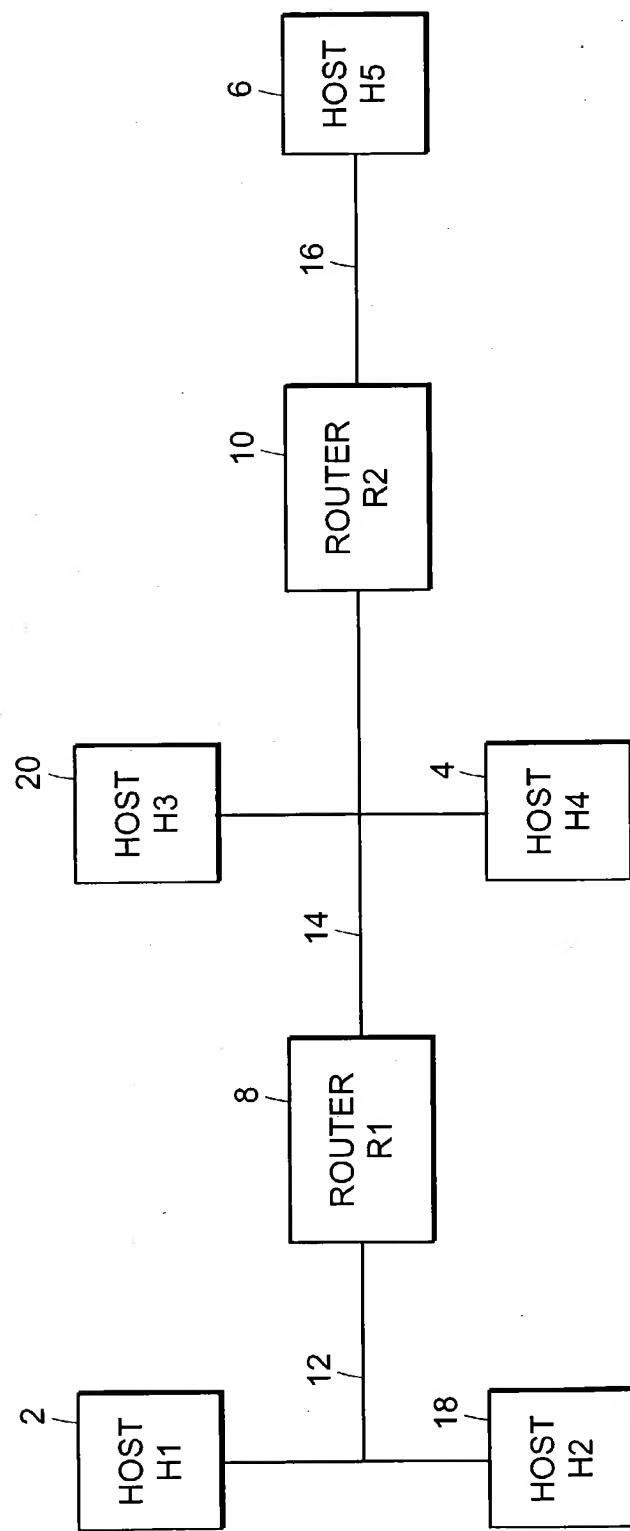


FIG. 1

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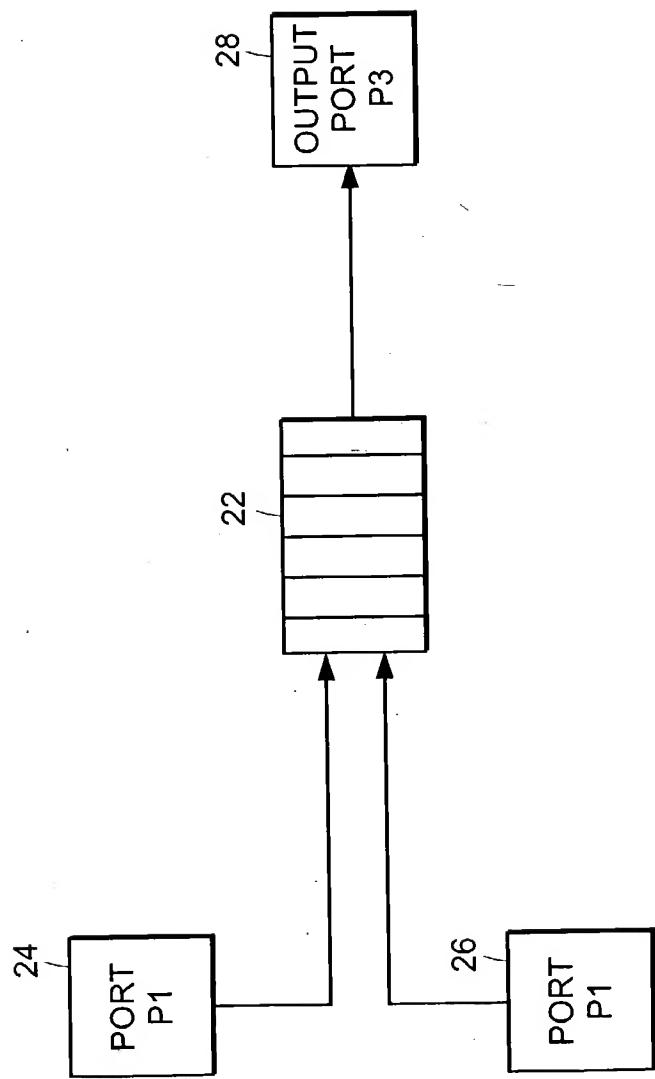


FIG. 2

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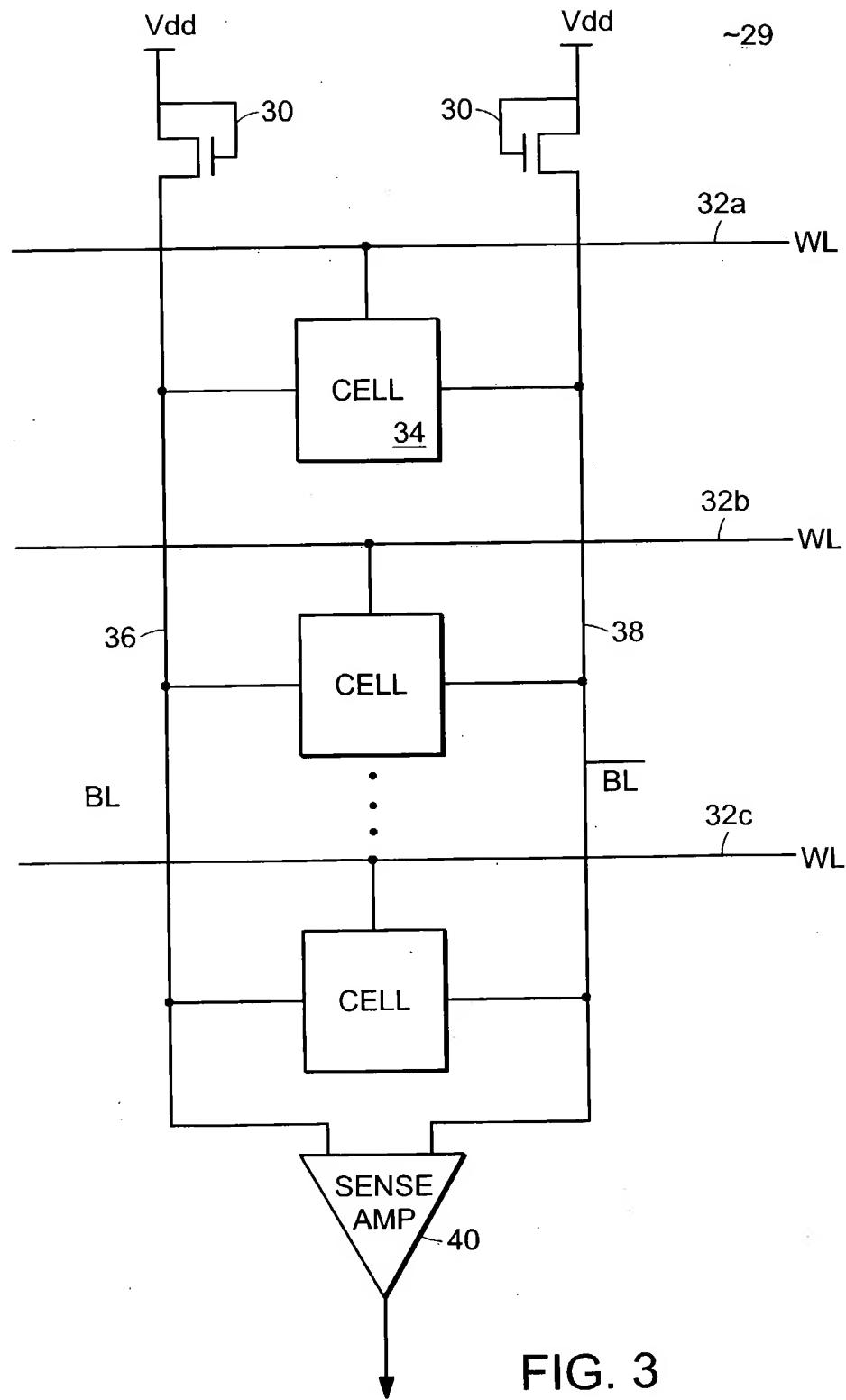
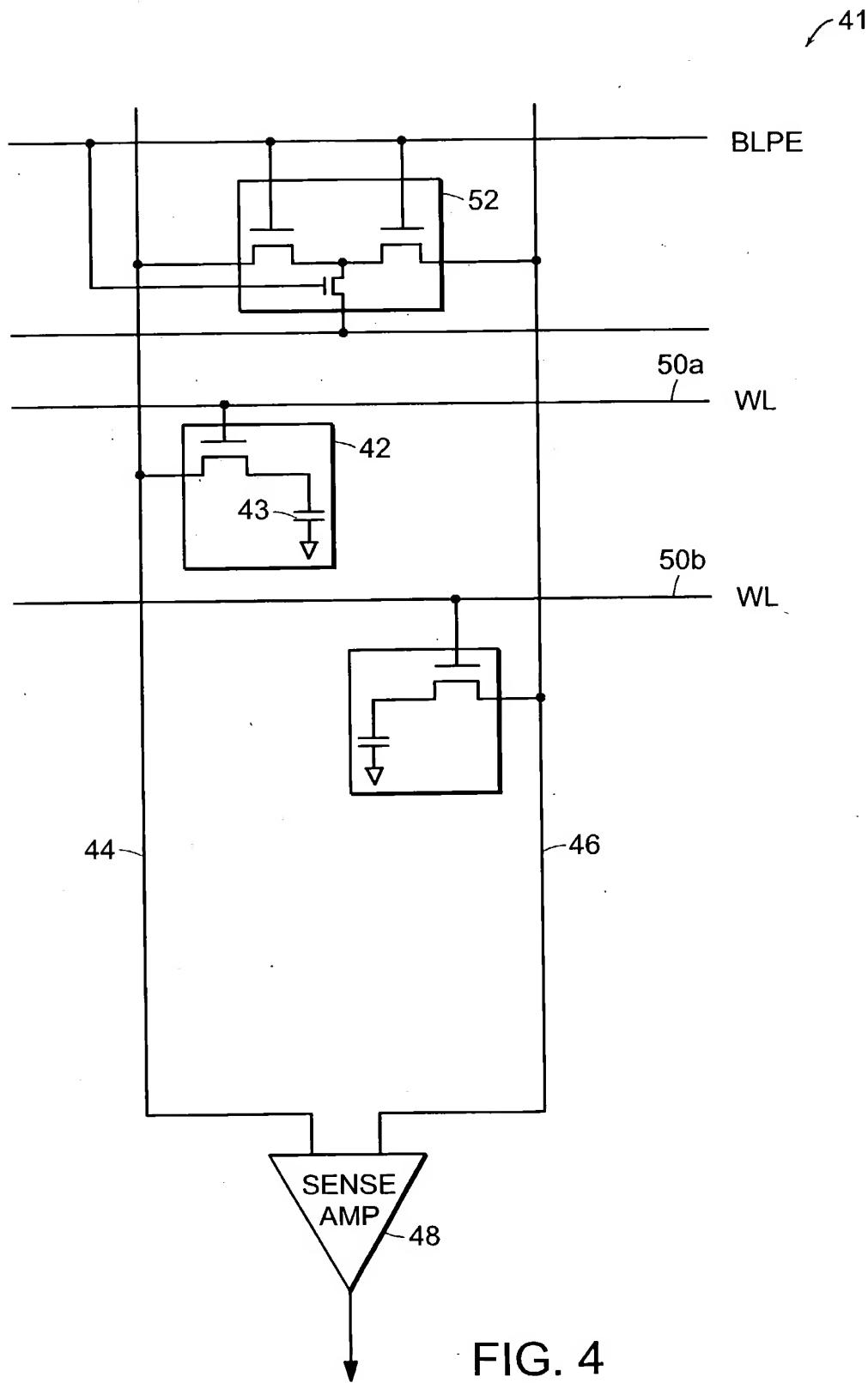


FIG. 3

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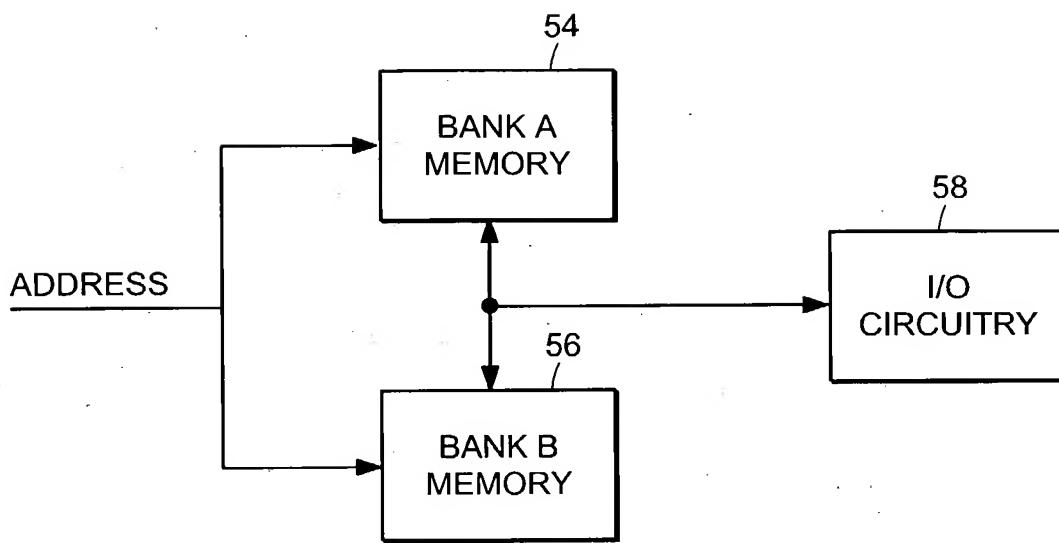


FIG. 5

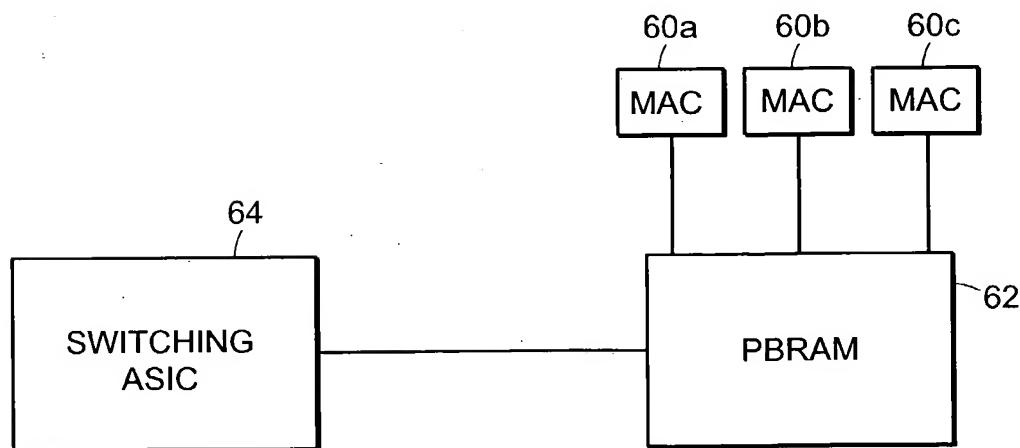


FIG. 6

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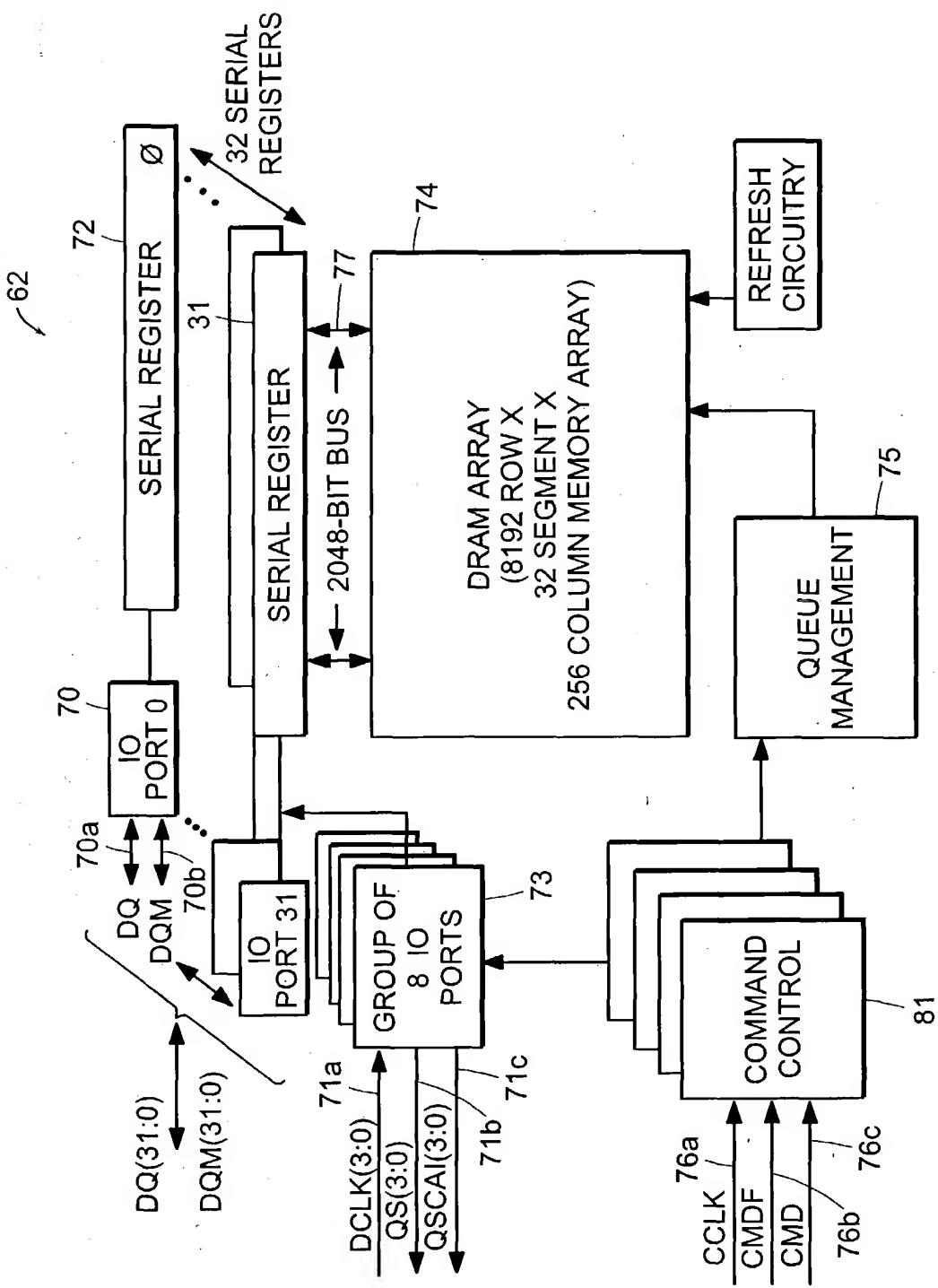


FIG. 7

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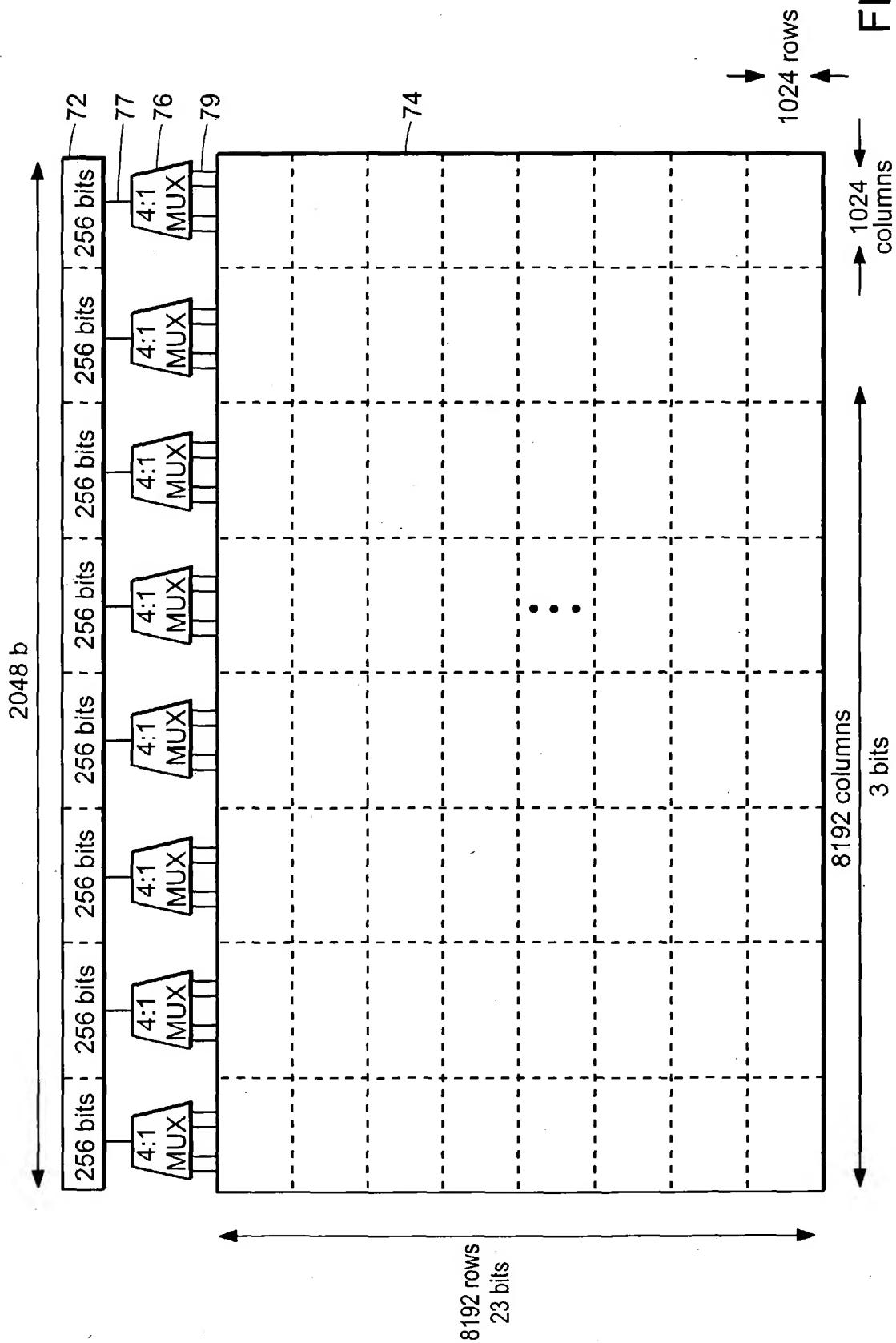


FIG. 8

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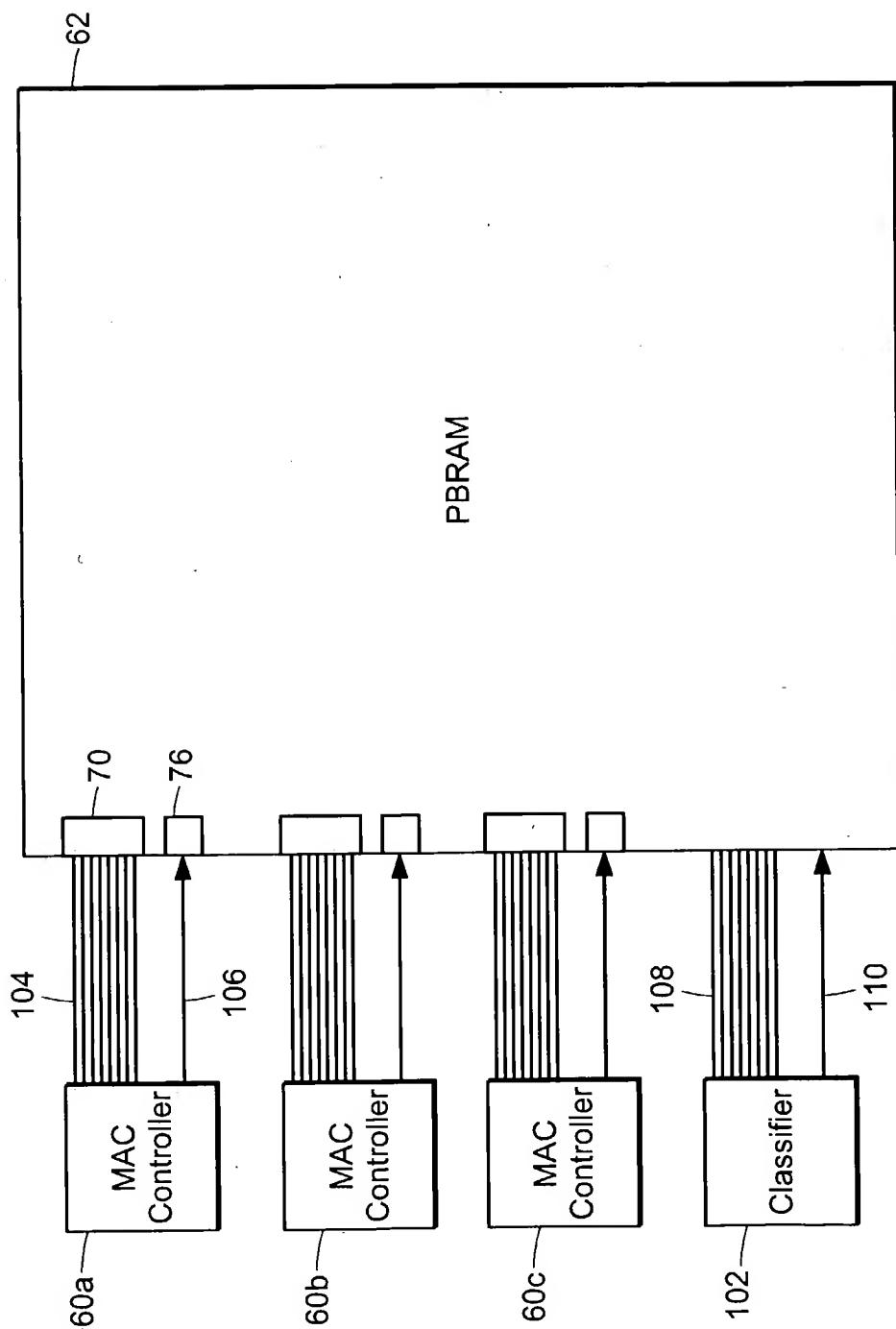


FIG. 9

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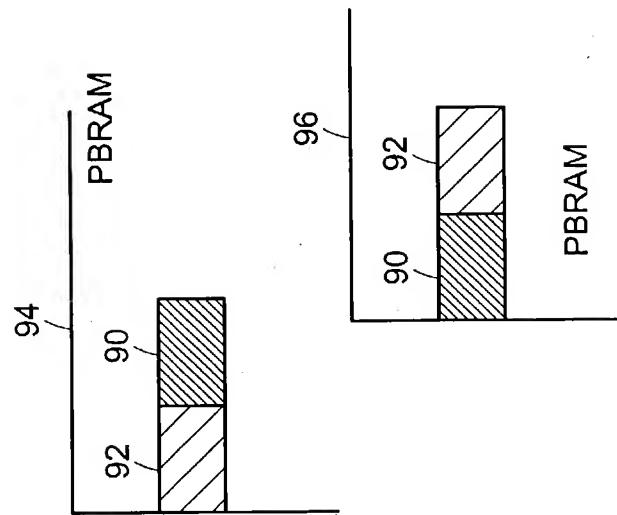


FIG. 11

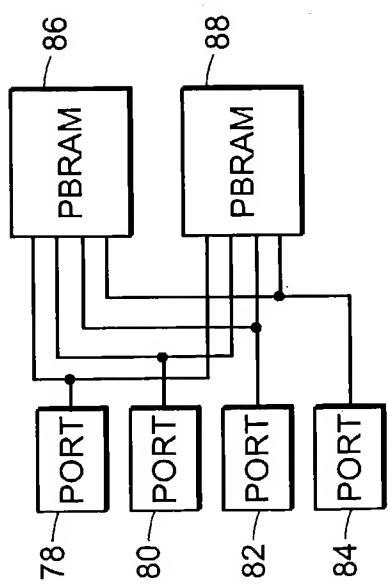


FIG. 10

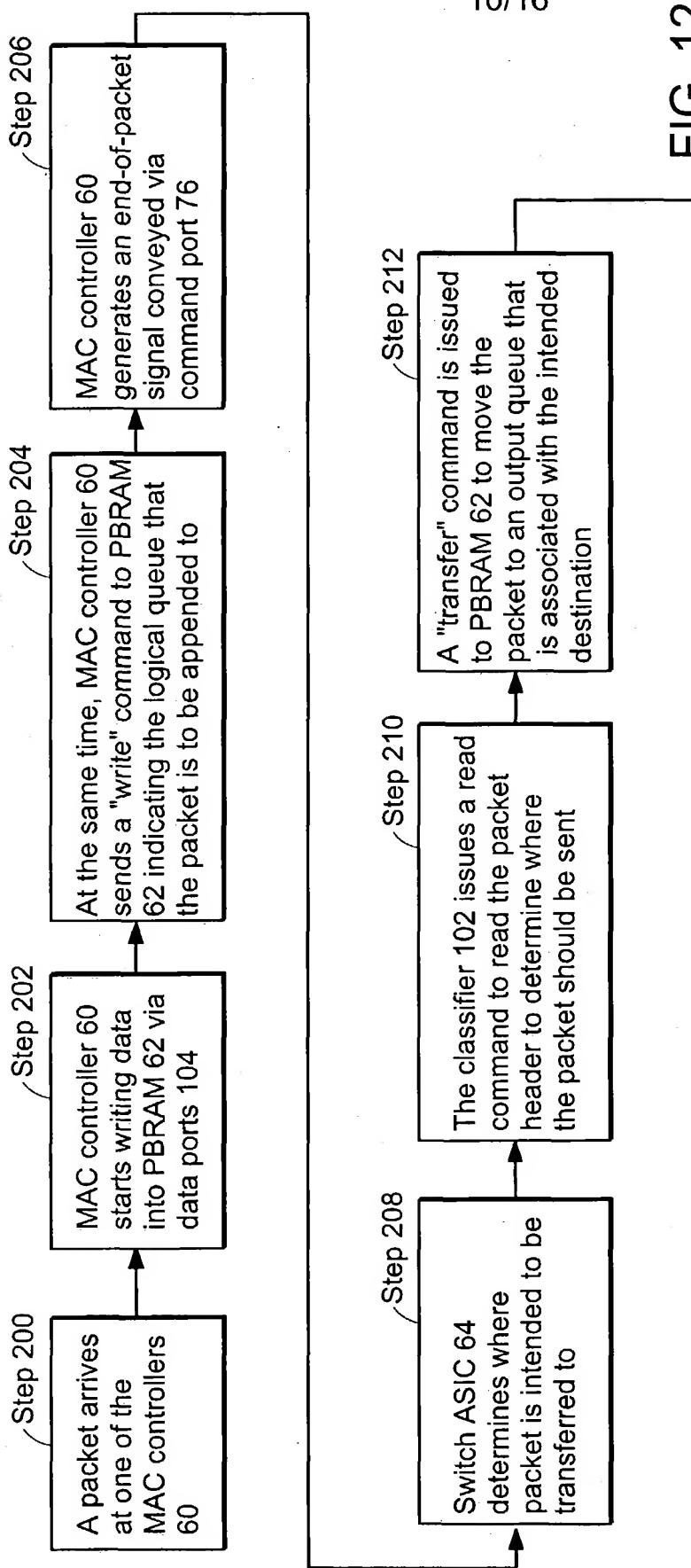


FIG. 12

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CMDF	7	6	5	4	3	2	1	0
0	0	0	0	Port ID				
0	0	A	F	P	Queue HI			
1	Queue LO							

Port ID: The address of the port to return data on(0-31).

A: Abort flag

F: Free flag

P: Peek flag

Queue HI, queue LO:  
 bits 11-8 and 7-0 of the queue descriptor, respectively.

Read Data Command

FIG. 13

CMDF	7	6	5	4	3	2	1	0
0	0	1	0	Port ID				
1	0	0	F	Delay				

Port ID: The address of the port to return data on(0-31).

Suspend Output Command

FIG. 14

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CMDF	7	6	5	4	3	2	1	0
0	0	0	1					Port ID
0	K	0	0	0				Queue HI
1								Queue LO

Port ID: The address of the port to return data on(0-31).

K: Commit flag

Queue HI, queue LO:  
 bits 11-8 and 7-0 of the queue descriptor,  
 respectively.

Assign Queue Command

FIG. 15

CMDF	7	6	5	4	3	2	1	0
0	0	0	1					Port ID
0/1	K	0	0	1	0	0	0	0
0/1								Tag byte 1
0/1								Tag byte 2
0/1								Tag byte 3
1								Tag byte 4

Port ID: The address of the port to return data on(0-31).

K: Commit flag

Assign Tag Command

FIG. 16

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CMDF	7	6	5	4	3	2	1	0
0	0	0	1	Port ID				
0/1	K	0	1	0	0	0	0	0
0/1	Length byte 1							
0/1	Length byte 2							
1	Length byte 3							

Port ID: The address of the port to return data on(0-31).

K: Commit flag

Assign Length Command

FIG. 17

CMDF	7	6	5	4	3	2	1	0
0	0	0	1	Port ID				
1	1	0	1	1	0	0	0	0

Port ID: The address of the port to return data on(0-31).

Commit Command

FIG. 18

CMDF	7	6	5	4	3	2	1	0
0	0	0	1	Port ID				
1	1	1	0	0	0	0	0	0

Port ID: The address of the port to return data on(0-31).

Write Abort Command

FIG. 19

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CMDF	7	6	5	4	3	2	1	0
0	0	1	1	0	0	0	0	0
0	0	0	0	0	0	0	0	Source queue HI
0	0	0	0	0	0	0	0	Source queue LO
0	0	0	0	0	0	0	0	Dest. queue HI
1	0	0	0	0	0	0	0	Dest. queue LO

Transfer Command

**FIG. 20**

CMDF	7	6	5	4	3	2	1	0
0	0	1	1	0	0	0	0	1
0	0	0	0	0	0	0	0	Source queue HI
1	0	0	0	0	0	0	0	Source queue LO

Drop Data Command

**FIG. 21**

The "drop data" command removes the packet at the head of the specified queue, and frees the memory.  
 This command is useful in cases of congestion.

#### 4.3.3 Flush Queue

CMDF	7	6	5	4	3	2	1	0
0	0	1	1	0	0	0	1	0
0	0	0	0	0	0	0	0	Source queue HI
1	0	0	0	0	0	0	0	Source queue LO

Flush Queue Command

**FIG. 22**

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CMDF	7	6	5	4	3	2	1	0
0	0	1	1	1	1	1	1	1
1	R	0	0	0	0	0	0	0

Reset Command

FIG. 23

CMDF	7	6	5	4	3	2	1	0
1	1	1	1	1	1	1	1	1

No-Op Command

FIG. 24

CMDF	7	6	5	4	3	2	1	0
1	1	1	1	0				Option

Test Command

FIG. 25

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CMDF	7	6	5	4	3	2	1	0
0	1	0	0	0	0	0	0	0
1	0	Buffer Size	0	Buffer Count				

Set Chip Count Command

FIG. 26

CMDF	7	6	5	4	3	2	1	0
0	1	0	0	0	0	0	0	1
1	0	Packet Size	B	Tag Length				

Set Tag Length Command

FIG. 27

CMDF	7	6	5	4	3	2	1	0
0	1	1	0		Port			
1	ENC	QS	QSC		Chip ID			

Timing Reference Command

FIG. 28

CMDF	7	6	5	4	3	2	1	0
0	1	0	1		Port			
0	0	0	0		Chip ID			
1	0	0	0		Vernier delay			

Chip ID: The value of DEVSEL for the chip that is to respond.

Port the port ID (0,8,16 or 24)

Vernier Adjust Command

FIG. 29